



Sly Cooper

Thieves in Time™

INSTRUCTION MANUAL

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD PRECAUTION – PART 1

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



GAME CARD PRECAUTION – PART 2



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

GAME CARD NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



Thief Controls 101

Controller map





Thief Controls 101

Menus

NAVIGATE SELECTIONS..... LEFT STICK, DIRECTIONAL BUTTONS, OR
DRAG VERTICALLY ON TOUCHSCREEN

SELECT MENU ITEM..... (X) OR TAP TOUCHSCREEN

PREVIOUS SCREEN..... (O) OR DOUBLE TAP REAR TOUCH PAD



Thief Controls 101

Sly Cooper Controls




- MOVE..... LEFT STICK
- CAMERA..... RIGHT STICK
- JUMP..... (X)
- DOUBLE JUMP..... (X), (X)
- LIGHT ATTACK..... (□)
- CHARGE ATTACK..... (HOLD) (△)
- DIVE ATTACK..... (IN AIR) (△)





Thief Controls 101

Sly Cooper Controls

- ATTACH TO OBJECTS..... (IN AIR) 
- PICKPOCKET/INTERACT..... 
- SPRINT..... 
- QUICK-CHANGE COSTUME..... TAP ICON IN LOWER RIGHT CORNER OF TOUCHSCREEN
- SELECT COSTUME..... HOLD ICON IN LOWER RIGHT CORNER OF TOUCHSCREEN
- VIEW COMPASS/COLLECTIBLES..... TAP THE REAR TOUCH PAD






Thief Controls 101

Sly Cooper Controls

USE BINOCUCOM.....TAP ICON IN LOWER
LEFT CORNER OF
TOUCHSCREEN

VIEW MAP/STATUS SCREENS.....

PAUSE MENU.....





Thief Controls 101

Bentley Controls

- MOVE..... LEFT STICK
- CAMERA..... RIGHT STICK
- JUMP..... (X)
- DOUBLE JUMP..... (X), (X)
- HOVER..... (IN AIR, HOLD) (X)
- LIGHT ATTACK..... (□)
- DROP STICKY BOMB..... (△) (HOLD TO PLANT ON ENEMY)





Thief Controls 101

Bentley Controls

PICKPOCKET/INTERACT..... (C)

SPRINT..... (R)

AIM STICKY BOMB..... (HOLD) (L) + LEFT STICK

SELECT PROJECTILE..... HOLD ICON IN LOWER RIGHT CORNER OF TOUCHSCREEN

VIEW COMPASS/COLLECTIBLES..... TAP THE REAR TOUCH PAD






Thief Controls 101

Bentley Controls

USE BINOCUCOM.....

TAP ICON IN LOWER
LEFT CORNER OF
TOUCHSCREEN

FIRE DART.....

(WHILE USING
BINOCUCOM) 





Thief Controls 101

Murray Controls

MOVE..... LEFT STICK

CAMERA..... RIGHT STICK

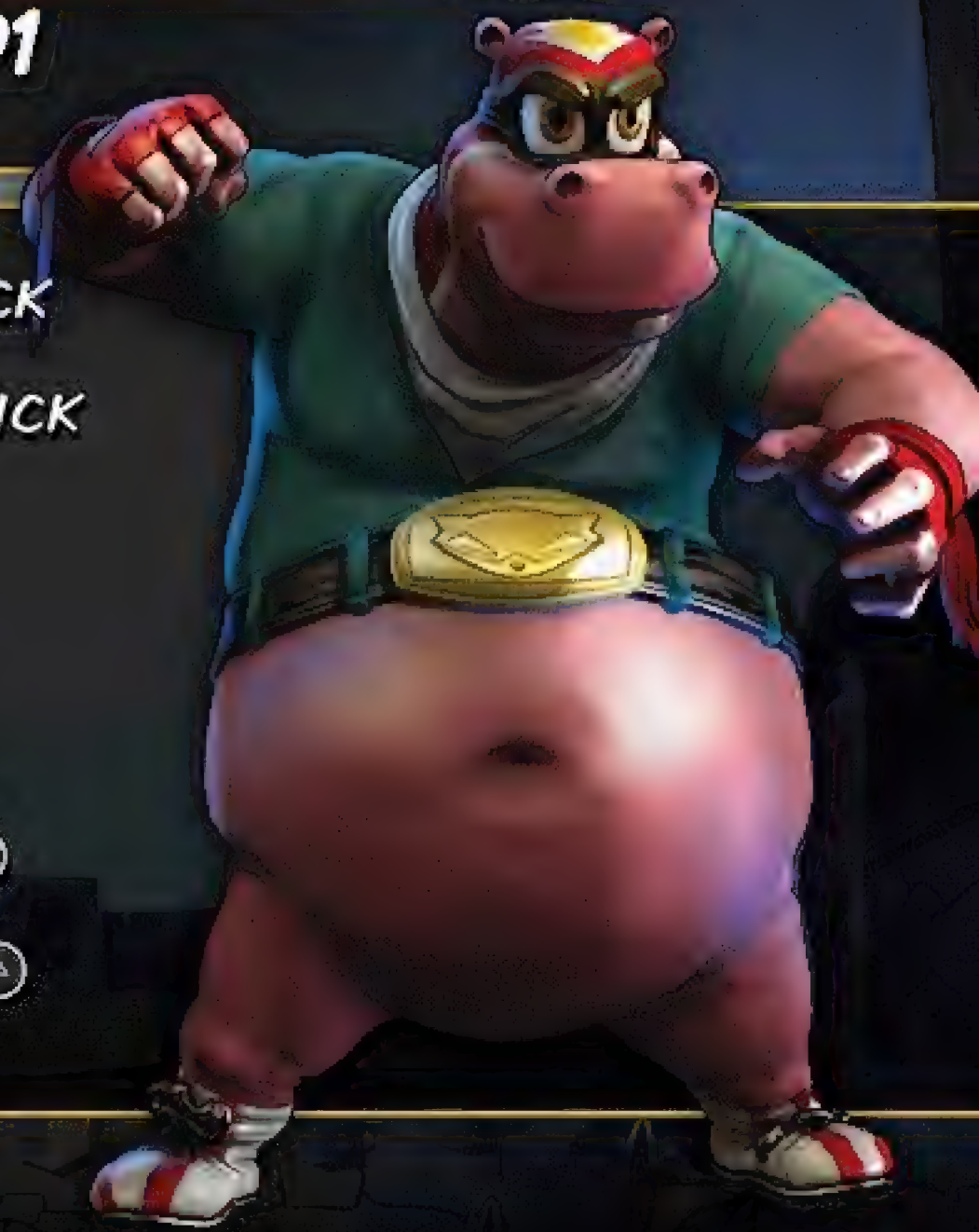
JUMP..... (X)

DOUBLE JUMP..... (X) (X)

LIGHT ATTACK..... (Square)

CHARGE ATTACK..... (HOLD) (Triangle)


THUNDER FLOP..... (IN AIR) (Triangle)






Thief Controls 101

Murray Controls

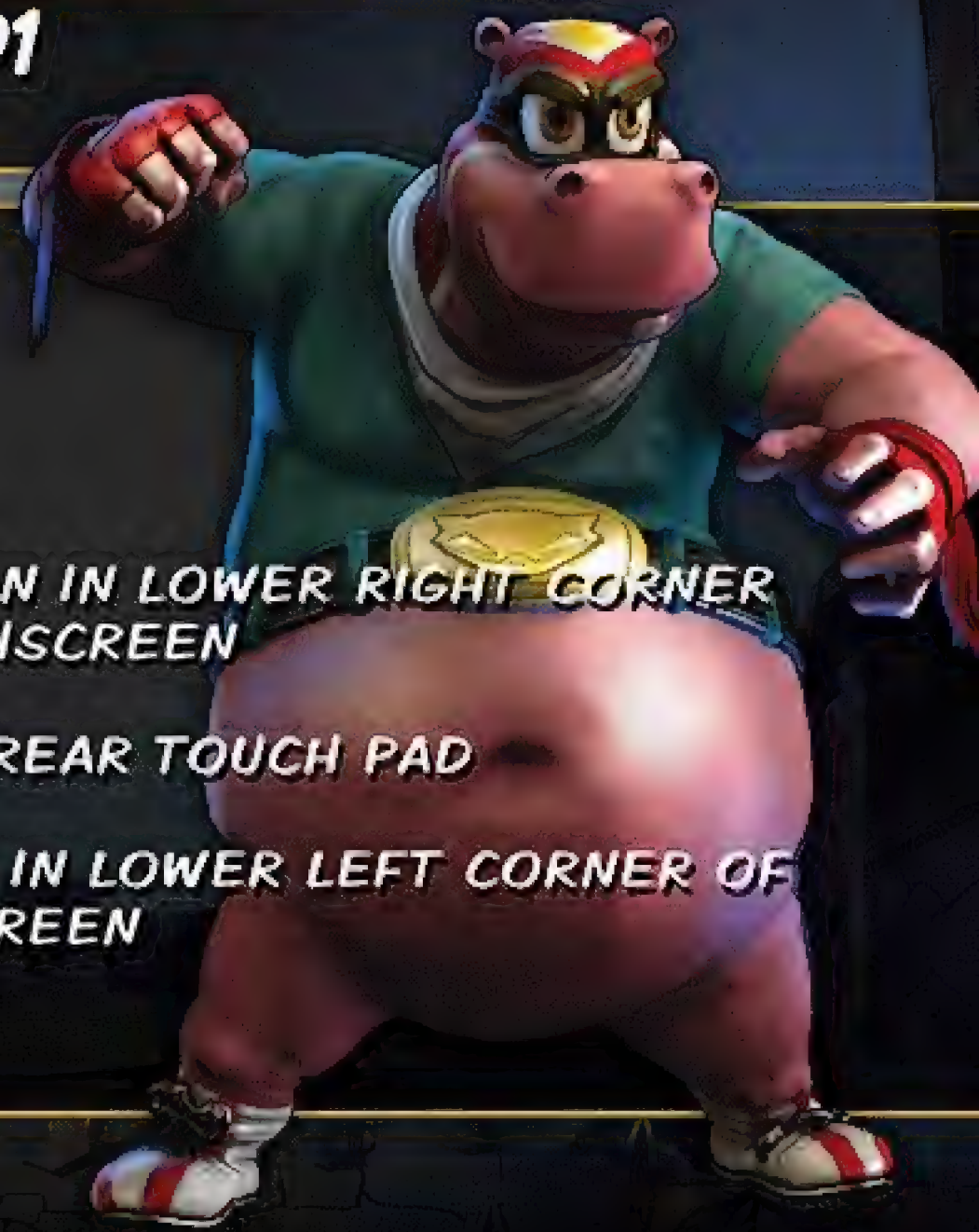
STOMP/INTERACT.....

SPRINT.....

SELECT WEAPON.....HOLD ICON IN LOWER RIGHT CORNER OF TOUCHSCREEN

VIEW COMPASS/COLLECTIBLES.....TAP THE REAR TOUCH PAD

USE BINOCUCOM.....TAP ICON IN LOWER LEFT CORNER OF TOUCHSCREEN





Thief Controls 101

Murray Controls

While Holding an Enemy or Object

THROW ◻

SLAM △

SHAKE ○





Thief Controls 101

Hacking Controls

System Hacker and Alter Ego Hacks

MOVE LEFT STICK

FIRE RIGHT STICK

LOGIC BOMB (ALTER EGO ONLY) (R)

Spark Runner Hacks

MOVE TILT PLAYSTATION®VITA SYSTEM

CHANGE LANES DIRECTIONAL BUTTONS



Thief Controls 101

RC Vehicle Controls

STEER LEFT STICK

CAMERA RIGHT STICK

GAS (X)

BRAKE/REVERSE (□)

FIRE PROJECTILE (R)

BOOST (L)



Thief Controls 101

RC Vehicle Controls

CHANGE COSTUME TAP ICON IN LOWER LEFT CORNER OF TOUCHSCREEN

VIEW COMPASS TAP THE REAR TOUCH PAD



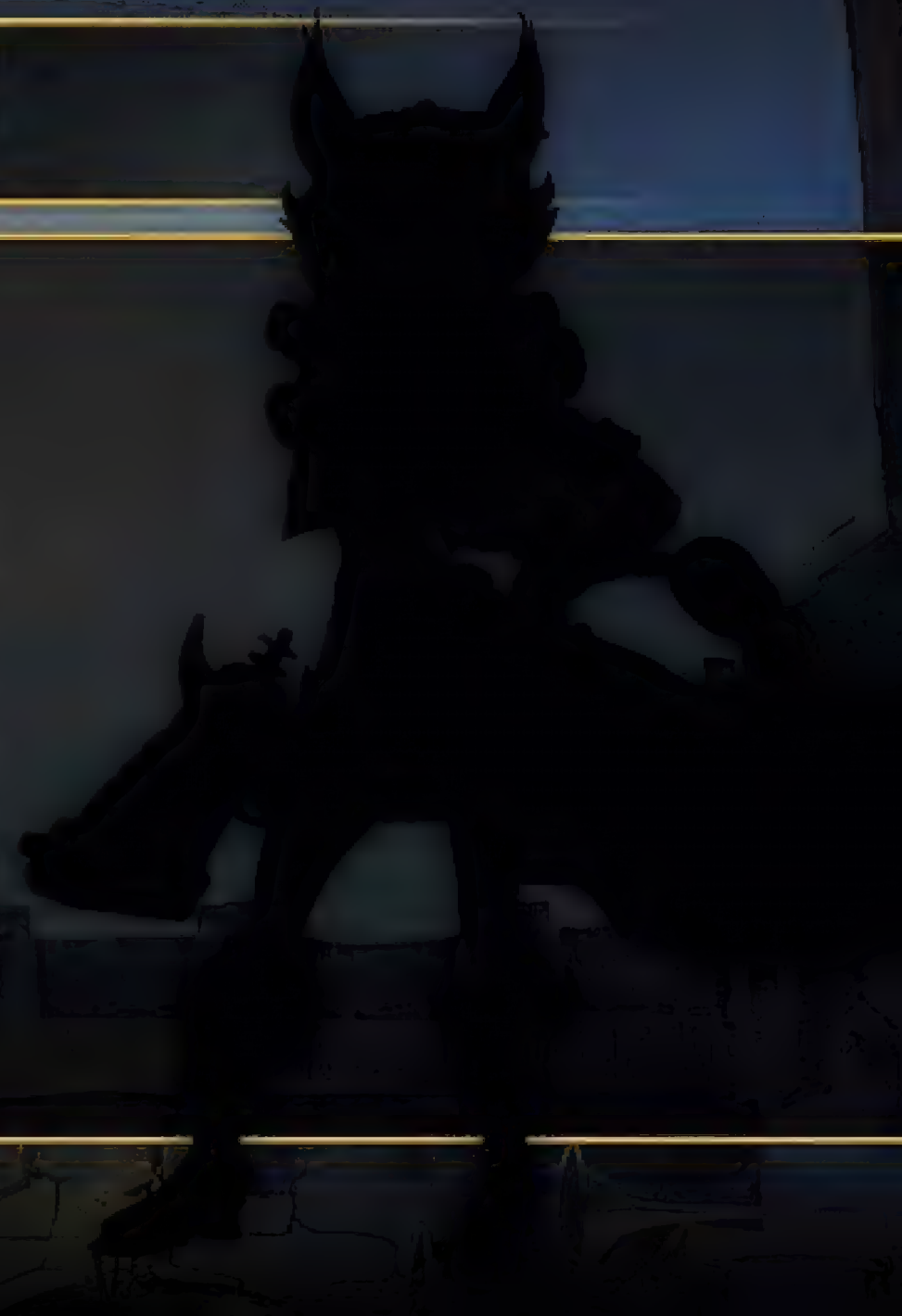
Thief Controls 101

Other

Mini-Games

Several mini-game challenges present themselves throughout the course of the game. Follow the on-screen instructions to learn how each mini-game Functions.

There's no telling who Sly and the gang are going to run into during their adventures through space and time. Keep an eye out for opportunities to meet, and possibly control, other characters from the Sly Cooper universe.





Cross-Play

Owning both the PlayStation®3 and PlayStation®Vita versions of Sly Cooper: Thieves in Time™ gives you some unique benefits, including the ability to continue a saved game from one system to the other and access to ultra-secret Cooper Gang technology that uses both systems together to easily case an area for hidden items.

Cross-Save

Select CROSS-SAVE from the Main Menu or Pause Menu to access the Cross-Save Menu. To upload a save file to the "cloud," making it accessible for download on your other system, select UPLOAD TO CLOUD and choose the save file you wish to upload.

To continue your game from an uploaded save file, select DOWNLOAD FROM CLOUD.



Cross-Play AR Treasures

Can't Find those last Few Clue Bottles, Treasures, or Masks? Bentley's been working on an experimental gadget that transforms your PlayStation®Vita system into a helpful collectible Finder For the PlayStation®3 version of the game! There are a Few steps to complete before you can utilize this new technology:

NOTE: Your PlayStation®3 system and PlayStation®Vita system must be connected to the same local area network in order to use the AR Treasures Feature. Only one PlayStation®3 system and one PlayStation®Vita system can be connected to the same local area network at one time.



Cross-Play

AR Treasures

On your PlayStation®3 version of the game, select **OPTIONS** then **GAME**, and set the **AR SERVER** option to **ON**. This step can be completed From the Main Menu or Pause Menu.

Next, on your PlayStation®Vita version of the game, select **EXTRAS** **AR** From the Main Menu, then select **AR TREASURES**.

When the rear camera becomes active, point your PlayStation®Vita system at your television and press **(R)** to activate the **AR Treasures**. Look through the PlayStation®Vita system's screen to see a green overlay on your TV, highlighting any collectable items with a distinctive yellow glow. Tap the touchscreen to create a reticle on your television, which can help guide you to the item.



Cross-Play

AR Treasures

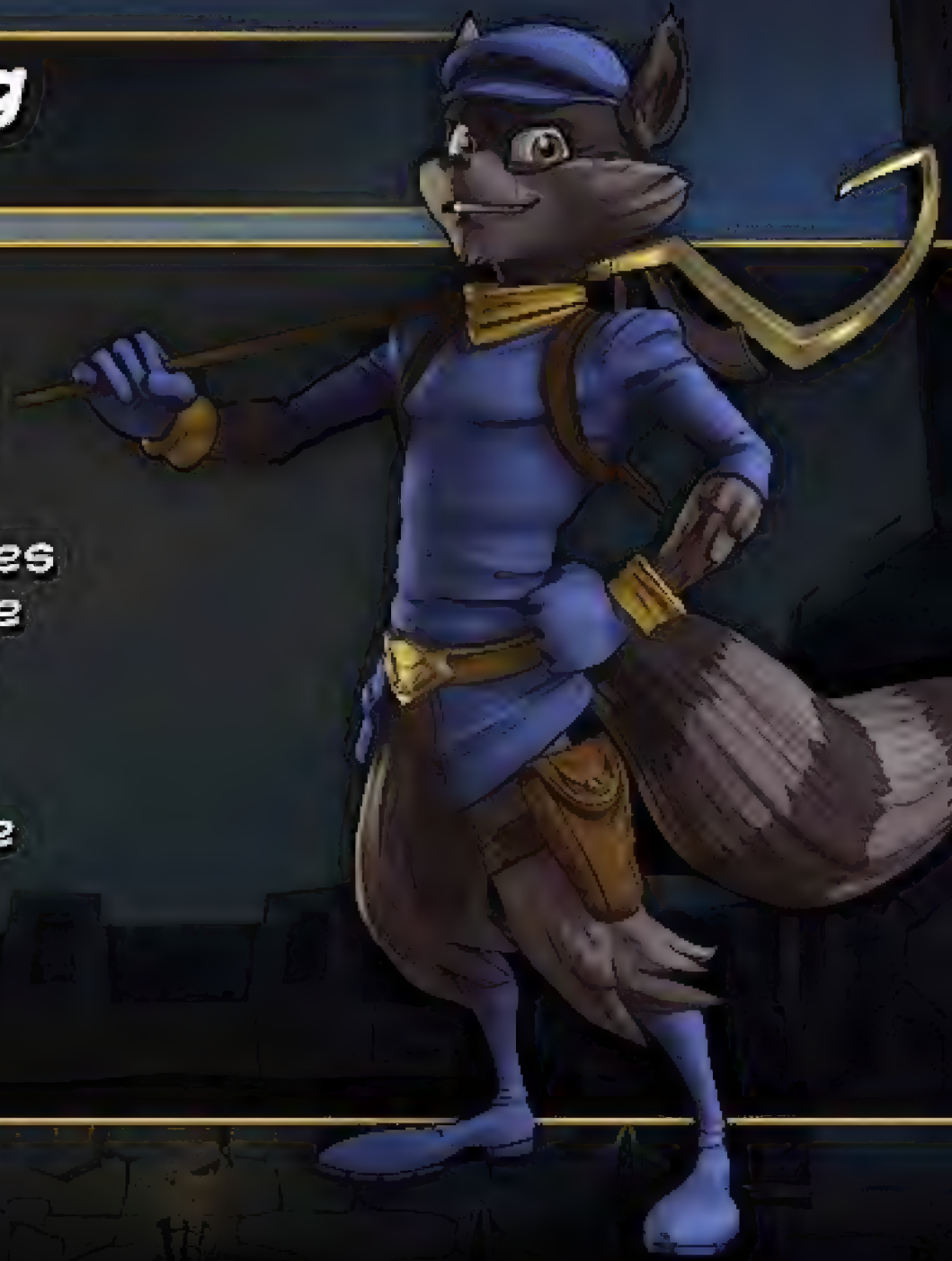
If you don't want to hold your PlayStation®Vita system up to the television, simply press the (L) button to display the overlay in full screen mode.



The Cooper Gang

Sly Cooper – The Thief

Cunning, agile, and sneaky—Sly Cooper is a progeny of a long line of master thieves. For the Cooper Family, there was no honor and fun in taking valuables from normal, everyday civilians, so the ring-tailed thieves honed their skills stealing from the terrible and unjust crooks. Throughout time, each generation poured all of their thieving skills and knowledge into the "Thievous Raccoonus," a book written to pass on the Family's traditions.

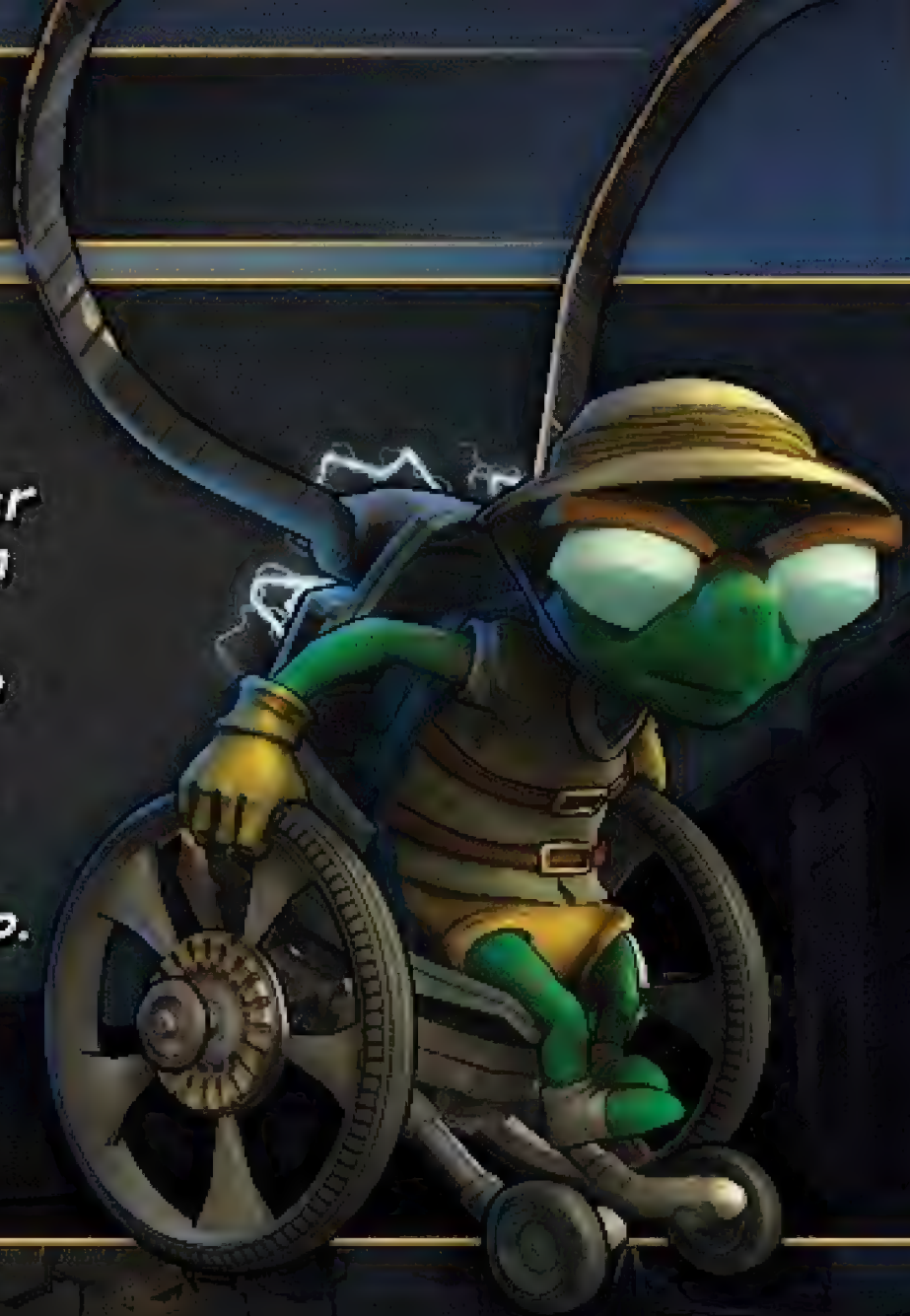




The Cooper Gang

Bentley - The Brains

Every crew needs a perfect plan in order to pull off a heist, and Bentley is the turtle to map it out. The tactician behind every Cooper gang caper. Bentley guides the crew through expert planning and research. The genius turtle is also a technological wizard, able to hack into any security system and obtain intel on anyone using his patented ThiefNet system. With the right tools, Bentley can craft any device to suit the needs of the job.

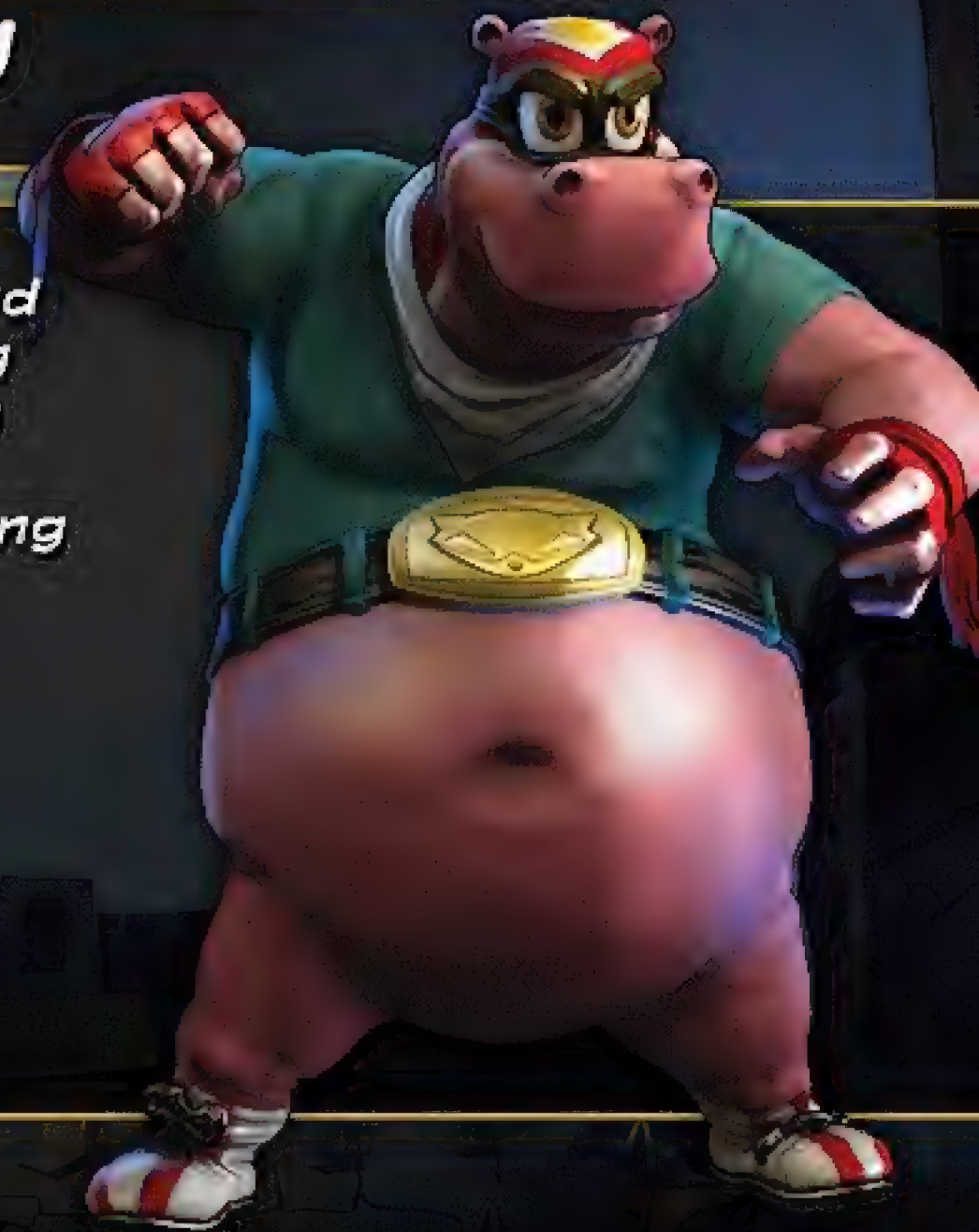




The Cooper Gang

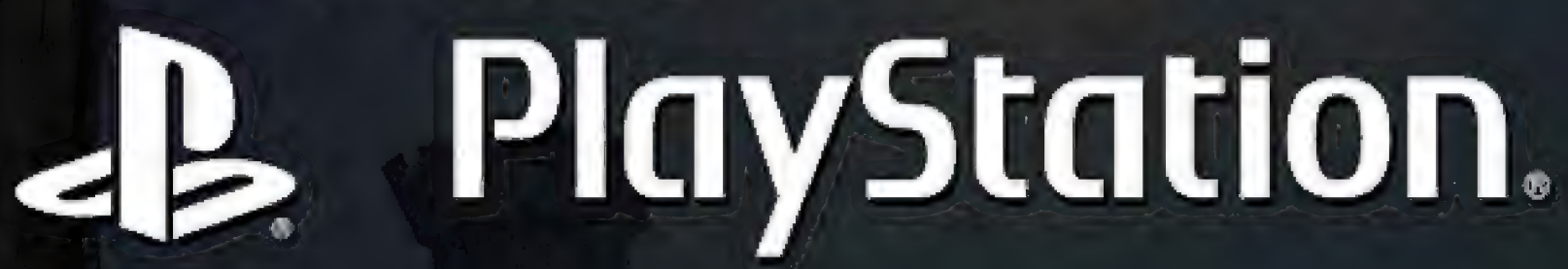
Murray - The Muscle

Every job requires a little elbow grease, and Murray is there to provide the Cooper gang with plenty of it. Where Sly employs stealth to meet his goals, the headstrong hippo uses his size and strength to carry the gang through each operation.





For more information on this
game please visit
www.playstation.com





Disclosure Regarding Use Of Location Data

This game interacts with other applications that use location data (such as "near").

To turn off location data, go to [Settings] > [Location Data].



**SCEA may retire the online portion
of this game at any time.**

**Online Pass access rights cannot be
transferred once the voucher is redeemed.
Online Pass vouchers cannot be redeemed or
returned for cash or credit.**



**Software licensed For play on PlayStation®Vita
systems in the Americas. Use of this software
and the PlayStation®Network
is subject to applicable user agreements and
privacy policies Found at:**

**[www.us.playstation.com/support/
useragreements](http://www.us.playstation.com/support/useragreements)**



Consumer Service / Technical Support Line

1-800-345-7669

**Call this number For technical support,
installation or general questions regarding the
PS Vita system and its peripherals.**

**Representatives are available Monday -
Saturday 6AM- 8PM
and Sunday 7AM - 6:30 PM Pacific Standard Time.**



Limited warranty - part 1

SCEA warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase. This warranty does not apply to any consumables (such as batteries). For defects in material or workmanship within the warranty period, upon showing a proof of purchase, SCEA agrees for a period of one (1) year to either repair or replace this product with a new or factory recertified product at SCEA's option. For the purpose of this Limited Warranty, "factory recertified" means a product that has been returned to its original specifications.



Limited warranty - part 2

Visit www.us.playstation.com/support or call 1-800-345-7669 to receive a return authorization and shipping instructions. This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or means other than from a defect in materials or workmanship.



Limited warranty - part 3

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE ONE (1) YEAR PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA PRODUCT. SOME STATES OR PROVINCES DO NOT ALLOW LIMITATION ON HOW LONG AN IMPLIED WARRANTY LASTS AND SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATIONS OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU.



Limited warranty - part 4

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province.

This warranty is valid only in the United States and Canada.



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